
Subject: Re: menu items in bar stays for a while...
Posted by [mirek](#) on Mon, 12 Jun 2006 08:53:39 GMT
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qwerty wrote on Mon, 12 June 2006 04:28only the 'menu' related items:

.cpp file, constructor:

```
...  
AddFrame(menu);  
menu.Set(THISBACK(Menu));  
...
```

.h file, inside the only class:

```
...  
private:  
  
MenuBar menu;  
  
void Menu(Bar& menu) {  
    menu.Add("File", THISBACK(File));  
}  
  
void File(Bar& menu) {  
    menu.Add("New", THISBACK(New));  
    menu.MenuSeparator();  
    menu.Add("Load", THISBACK1(Load, "nic")); // "nic" - just a dummy thing  
    menu.Add("Save", THISBACK(Save));  
    menu.MenuSeparator();  
    menu.Add("Load scheme", THISBACK1(LoadSch, false));  
    menu.Add("Save scheme", THISBACK(SaveSch));  
    menu.MenuSeparator();  
    menu.Add("Exit", THISBACK(Close)); // Close() - original "API" function  
}  
  
// definition of these is in .cpp file  
void Reset();  
void New();  
public:  
void Load(String file); // public because of calling before .Run() in main  
void LoadSch(bool start);  
private:  
void Save();  
void SaveSch();  
...
```

upp examples works.

Seems OK to me. Must be something else. Compilable testcase!

Mirek
